



Castlevania

Portrait of Ruin™

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Castlevania

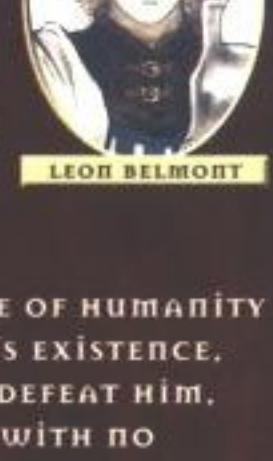
THE TIMELINE

More than 300 long years...

THE BELMONT CLAN, INHERITING THE BURDEN OF FINDING MATHIAS, CONTINUE TO HUNT DOWN VAMPIRES. FOR THIS REASON, ALL MEMBERS OF THE BELMONT CLAN ARE BESTOWED WITH THE TITLE, VAMPIRE HUNTER. FEARED FOR THEIR POWERS, THEY ARE SHUNNED BY SOCIETY. TO FURTHER THEIR TROUBLES, EACH SLAIN VAMPIRE ONLY ADDS TO THE GROWING POWER OF DRACULA. THE GENOCIDE OF HUMANITY BEGINS AT THE HAND OF COUNT DRACULA. ALERTED TO DRACULA'S EXISTENCE, A SECRET TEAM IS SENT IN BY THE EASTERN CHURCH TO FIND AND DEFEAT HIM, BUT ALL ATTEMPTS TO SUPPRESS DRACULA END IN FAILURE. FACED WITH NO OTHER OPTIONS, THE CHURCH TURNS TO THE VAMPIRE HUNTERS, THE BELMONT CLAN, TO PURSUE AND DEFEAT DRACULA.

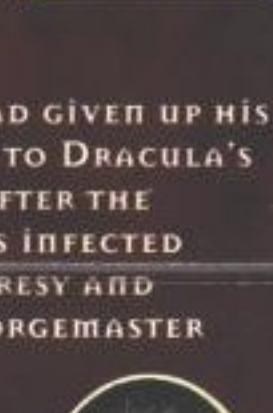
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• 1094 CASTLEVANIA LAMENT OF INNOCENCE ~ The vampire, WALTER BERNHARD, holds a castle and controls the forest known as "Eternal Night". His fiance kidnapped by this very vampire, LEON BELMONT renounces his pledge to the CHURCH to battle alone. However, everything was just a plot by LEON's close friend MATHIAS. For LEON, all that was left was the VAMPIRE KILLER WHIP, created from his fiance's sacrificed life force. Thus, the BELMONT CLAN's struggle against evil begins, with LEON walking the path of the VAMPIRE HUNTER in pursuit of MATHIAS, now one of the VAMPIRES.



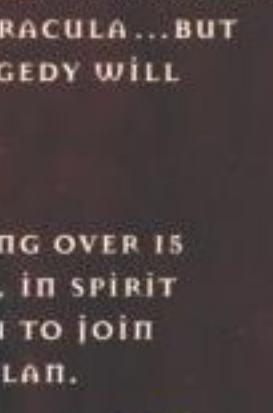
1200

• 1476 CASTLEVANIA DRACULA'S CURSE ~ The genocide of humanity begins at the hand of COUNT DRACULA. Alerted to DRACULA's existence, a secret team is sent in by the EASTERN CHURCH to find and defeat him, but all attempts to suppress DRACULA end in failure. Faced with no other options, the CHURCH turns to the VAMPIRE HUNTERS, the BELMONT CLAN, to pursue and defeat DRACULA. With the hunt underway, a showdown is imminent. MATHIAS changes his name to VLAD TEPEZ and continues to live on for hundreds of years. TREVOR BELMONT, the PIRATE GRANT, the CLERIC SYPHA, and ALUCARD, the SON OF DRACULA, join forces and succeed in overthrowing DRACULA. SYPHA then takes TREVOR'S HAND IN MARRIAGE, WHILE ALUCARD — PAINED FROM FIGHTING HIS OWN FATHER — SUBMERGES INTO AN ETERNAL SLEEP.



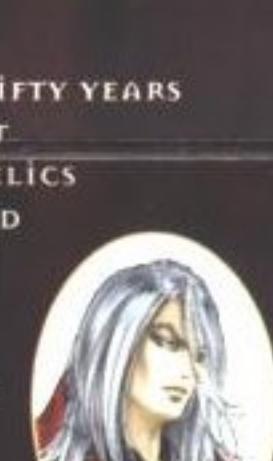
1300

• 1479 CASTLEVANIA CURSE OF DARKNESS ~ HECTOR HAD GIVEN UP HIS POWERS AND FLED VALLACHIA TO PURSUE A DIFFERENT LIFE PRIOR TO DRACULA'S DEATH AT THE HANDS OF TREVOR BELMONT. NOW, THREE YEARS AFTER THE EVENTS OF CASTLEVANIA III, THE POWER OF DRACULA'S CURSE HAS INFECTED ALL OF EUROPE. AS THE CONTINENT SUCCUMBS TO PESTILENCE, HERESY AND MOB VIOLENCE, ISAAC — A FORMER FRIEND AND FELLOW DEVIL FORGEMASTER — SUDDENLY APPEARS. BELIEVING THEIR MASTER'S DEATH WAS A RESULT OF HECTOR'S BETRAYAL, ISAAC IMPLICATES HIS FRIEND'S BELOVED IN A DEADLY WITCH TRIAL. FUELED BY REVENGE, HECTOR SETS OFF ON A JOURNEY TO HIS FORMER HOME, WHICH IS NOW COMPLETELY MORPHED IN DARK MAGIC, TO CONFRONT ISAAC. BUT AT THE SAME TIME, THIS MEANT THAT HECTOR HAD TO REMASTER WHAT HE HAD GIVEN UP IN THE PAST, DEVIL FORGERY WHICH HE HATED FOR YEARS. AND HECTOR WILL BE TAKEN BACK TO A WHIRL OF DESTINY.



1400

• 1576 THE CASTLEVANIA ADVENTURE ~ COUNT DRACULA, SLAIN 100 YEARS BEFORE, IS REBORN. IT IS HERE WHERE THE LEGEND BEGINS — ONCE EVERY 100 YEARS, DRACULA WILL COME BACK TO LIFE. CHRISTOPHER, IN ANOTHER FIGHT WITH DRACULA, APPARENTLY SUCCEEDS IN VANQUISHING DRACULA... BUT DRACULA WAS NOT DESTROYED, AND IN 15 YEARS A DREADFUL TRAGEDY WILL OCCUR.



1500

• 1591 CASTLEVANIA II BELMONT'S REVENGE ~ WAITING OVER 15 YEARS FOR CHRISTOPHER'S SON SOLEIYU TO TURN 15 YEARS OF AGE, IN SPIRIT FORM DRACULA HAS LAID IN WAITING. DRACULA COAXES SOLEIYU TO JOIN THE SIDE OF EVIL IN A PLOT OF REVENGE AGAINST THE BELMONT CLAN.



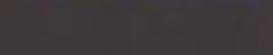
1600

• 1691 CASTLEVANIA ~ COUNT DRACULA IS REVIVED BY THE FORCES OF EVIL AGAIN, FOR THE SECOND TIME. SIMON BELMONT DEFEATS DRACULA ONCE MORE, BUT IN THE WAKE OF HIS DEATH, IS STRUCK WITH A HORRIFYING CURSE. WITH NEWS OF HIS VICTORY SPREADING AROUND THE WORLD, SIMON IS BECOMING THE MOST FAMOUS VAMPIRE HUNTER IN HISTORY.



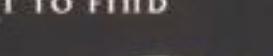
1700

• 1698 CASTLEVANIA II SIMON'S QUEST ~ THE CURSE SUFFERED 7 YEARS EARLIER CONTINUES TO INFECT AND EAT ITS WAY THROUGH SIMON'S BODY. ACCORDING TO A GYPSY FORTUNE TELLER, DRACULA WOULD BE REVIVED YET AGAIN ONCE THE CURSE REACHES ITS PEAK. IN ORDER TO LIFT THE CURSE, SIMON MUST GATHER UP THE SCATTERED FRAGMENTS OF DRACULA'S BODY AND BURN THEM WHERE THE CASTLE ONCE STOOD. HE SUCCESSFULLY GATHERS AND BURNS ALL FIVE PIECES... BUT DRACULA IS REBORN AGAIN THROUGH A SIXTH PIECE. SIMON FIGHTS VALIANTLY AND DEFEATS DRACULA AND PREVENTS HIS REVIVAL.



1800

• 1748 CASTLEVANIA HARMONY OF DISSONANCE ~ FIFTY YEARS AFTER SIMON'S BATTLE, JUSTE, OF BELMONT LINEAGE, MUST FIGHT MONSTERS AND UPHOLD THE DUTY OF HUNTING FOR DRACULA'S RELICS. HOWEVER, HIS OLD CHILDHOOD FRIEND, LYDIE, IS KIDNAPPED AND TAKEN INTO A MYSTERIOUS CASTLE, WHICH HAS SUDDENLY RISEN UP OUT OF THE MIST... DRACULA IS ONLY SUPPOSED TO REAPPEAR ONCE EVERY 100 YEARS... JUSTE'S FRIEND, MAXIM, JOINS HIM IN THE SEARCH FOR LYDIE IN THE CASTLE. POSSESSED BY THE BROKEN FRAGMENTS OF DRACULA BROUGHT TOGETHER BY MAXIM, THE CASTLE WAS SPAWNED, BORN OUT OF A THIRST FOR POWER.



COMBINING THE THREE'S STRENGTH, THE CASTLE VANISHES BACK INTO THE MIST.



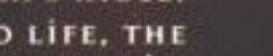
1900

• 1792 CASTLEVANIA DRACULA X ~ CALLED BACK TO LIFE BY THE DARK PRIEST SHAFT, DRACULA IS AWAKENED AGAIN. RICHTER, BURDENED BY DESTINY, SETS OUT TO FIND AND KILL DRACULA AND SAVE THE WOMEN KIDNAPPED FROM HIS TOWN, INCLUDING ANNET, HIS FIANCÉ. RICHTER IS FACED WITH SAVING ALL OF THE WOMEN OR TOP DESTROYING DRACULA. ONCE INSIDE THE CASTLE AND AIDED BY MARIA RENARD, HE PREVAILS OVER DRACULA. HOWEVER, SHAFT'S CURSE SEEPS INTO HIS HEART, LEFT DEFENSELESS FROM HIS BATTLE WITH DRACULA.



2000

• 1797 CASTLEVANIA SYMPHONY OF THE NIGHT ~ SHAFT WOULD COME TO EXIST ONLY AS A SPIRIT TRANSFERRED AND KEPT IN A CRYSTAL BALL... HOWEVER, IN THE FIVE YEARS SINCE THE LAST BATTLE, SHAFT MANAGES TO REGAIN POWER THROUGH RICHTER'S CURSE. AFTER FOUR YEARS, SHAFT SUCCEEDS IN GAINING FULL CONTROL OVER RICHTER. USING THE LEGENDARY POWER OF BELMONT, SHAFT PLOTS TO REAWAKEN DRACULA. MARIA SETS OUT TO FIND THE MISSING RICHTER, ONLY TO HAVE CASTLEVANIA RISE FROM OUT OF THE MIST SHOWING HER THE WAY. SENSING THE RISE OF EVIL, ALUCARD AWAKES FROM A 300 YEAR SLUMBER. THANKS TO ALUCARD, THE RETURN OF DRACULA IS PREVENTED. AFTER THIS FALL OF DRACULA, THE VAMPIRE KILLER WHIP KEPT FOR SO LONG BY THE BELMONT CLAN IS PASSED ON TO THE MORRIS CLAN. THE REAL MOTIVE BEHIND THIS IS NOT CLEAR, AND RICHTER BECOMES KNOWN AS THE LAST BELMONT... BUT IN REALITY THE WHIP EVENTUALLY DOES MAKE ITS WAY BACK TO THE BELMONT'S...



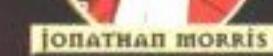
2100

• 1830 CASTLEVANIA CIRCLE OF THE MOON
• 1844 CASTLEVANIA LEGACY OF DARKNESS
• 1852 CASTLEVANIA 64



1897

• 1917 CASTLEVANIA BLOODLINES ~ ENTER THE LEGENDARY, 16TH CENTURY VAMPIRE, ELIZABETH BARTLEY, KNOWN ALSO AS DRACULA'S NIECE. WITH A SACRIFICIAL WAR NECESSARY TO BRING DRACULA BACK TO LIFE, THE OUTBREAK OF WORLD WAR I OCCURS. QUINCY MORRIS' SON, JOHN, AND JOHN'S FRIEND, ERIC, VOW TO TAKE UP THE FIGHT AGAINST EVIL. NOTE FROM THE DEVELOPER: A SECRET TO EXPLAIN THE REASON WHY A 16TH CENTURY VAMPIRE SOMEHOW SHOWS UP IN THE 20TH CENTURY IS NOW BEING PLANNED.



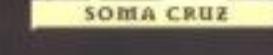
1999

• 1944 CASTLEVANIA PORTRAIT OF RUIN ~ THE WORLD IS IN CHAOS. THE SECOND WORLD WAR HAS CLAIMED MILLIONS OF LIVES, LEVELED CITIES, DESTROYED NATIONS. THE SOULS OF THE WAR'S DEAD BLANKET THE PLANET, LOST, HURT, AND ANGRY. THEIR ANGUISH SUMMONS AN ACCURSED CASTLE OF LEGEND. IT HAD APPEARED MANY TIMES THROUGHOUT HISTORY, BRINGING WITH IT EVIL AND DARKNESS. THE CASTLE OF DRACULA, THE LORD OF EVIL. IT ARRIVES IN MAN'S DARKEST HOUR, TO PUSH US OVER THE BRINK, INTO RUIN.



2000

• 2035 CASTLEVANIA ARIA OF SORROW ~ IT IS PROPHESIZED THAT THE JAPAN IN 2035 ON THE NIGHT OF A TOTAL SOLAR ECLIPSE... HIGH SCHOOL STUDENTS SOMA CRUZ AND MINA HAKUBA ARE BECKONED TOWARDS THE SUPPOSEDLY VANQUISHED CASTLEVANIA. WHEN SOMA AWAKES, HE FINDS HIMSELF WITHIN THE CONFINES OF THE CASTLE. SOMA TO THE THRONE ROOM. THERE TO, GREET THEM IN THE THRONE ROOM IS THE SHOCK THAT SOMA HIMSELF IS DRACULA. SOMA TO FREE HIMSELF FROM THE CHAOTIC POWERS OF DRACULA, SOMA MUST BATTLE THE POWERS WITHIN HIMSELF. FINALLY LIBERATED FROM HIS DEMONIC DESTINY, HE IS FREED FROM HIS DEMONIC DESTINY.



2100

• 2036 CASTLEVANIA DAWN OF SORROW ~ TAKING PLACE A YEAR AFTER ARIA OF SORROW, THE GAME'S PROTAGONIST — SOMA CRUZ — FINDS HIMSELF AT THE CENTER OF A MYSTERIOUS CULT'S PLAN TO RESURRECT THEIR EVIL LORD AND MASTERS DRACULA. IN ORDER TO SAVE HIMSELF AND PROTECT THE LIVES OF THOSE HE LOVES, SOMA MUST INfiltrate THE ENEMY'S HOME BASE, THE TOWERS OF DRACULA. SOMA'S CASTLE IS INFESTED WITH MONSTROUS, CREATURES.

